



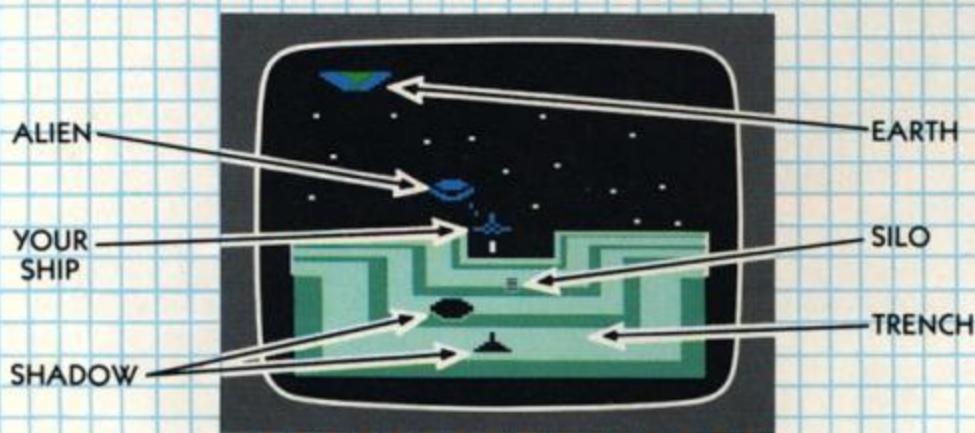
STAR STRIKE™

INSTRUCTIONS (For 1 Player)

A spectacular planetary adventure! Destroy the alien space station BEFORE Earth passes directly over the Launch Trench! Shoot down alien defenders stalking you. Bomb 8 missile silos or Earth will be destroyed! Good luck...and good hunting!

For Your Atari® 2600 Game System

THE GAME



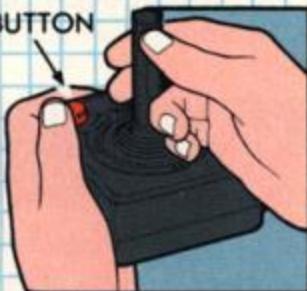
A powerful alien space station is about to launch a missile that will destroy the Earth. You are piloting a small spaceship armed with laser guns and bombs. YOUR MISSION: Destroy the space station and save the Earth!

Quickly bomb 8 alien missile silos. Shoot as many alien spaceships as you can. You must hit all 8 silos before "Planet Earth" moves directly over the Launch Trench. The Trench is guarded by alien saucers and meteor-missiles which attempt to destroy your ship or distract you from your bombing. If the Earth gets into attack range (center of screen) before all silos are destroyed, the next silo to appear on the screen launches a missile which destroys the Earth!

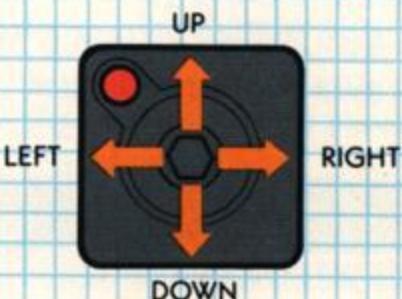
CONTROLLERS

Use your LEFT joystick controller with this game to control the direction of your spaceship. Be sure your controller cable is securely plugged into the back of your game console. Hold the controller so the red FIRING BUTTON is to your UPPER LEFT.

FIRING BUTTON



Press the red FIRE BUTTON to shoot lasers when you are ABOVE the Launch Trench or drop bombs when you are INSIDE the Trench. Lasers travel toward the center (vanishing point) of the screen.

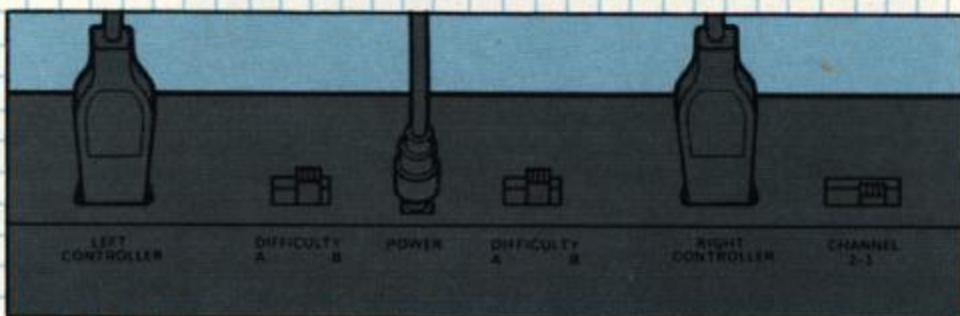


- Push joystick **LEFT** to move spaceship screen **LEFT**.
- Push joystick **RIGHT** to move spaceship screen **RIGHT**.
- Push joystick **FORWARD** to move spaceship **UP**.
- Push joystick **BACK** to move spaceship **DOWN**.

- Press red **FIRE BUTTON** to shoot lasers when you are ABOVE the Launch Trench; press to drop bombs when you are INSIDE the Trench.

NOTE: You cannot move your spaceship **LEFT** or **RIGHT** while a bomb is falling or exploding.

DIFFICULTY SWITCHES

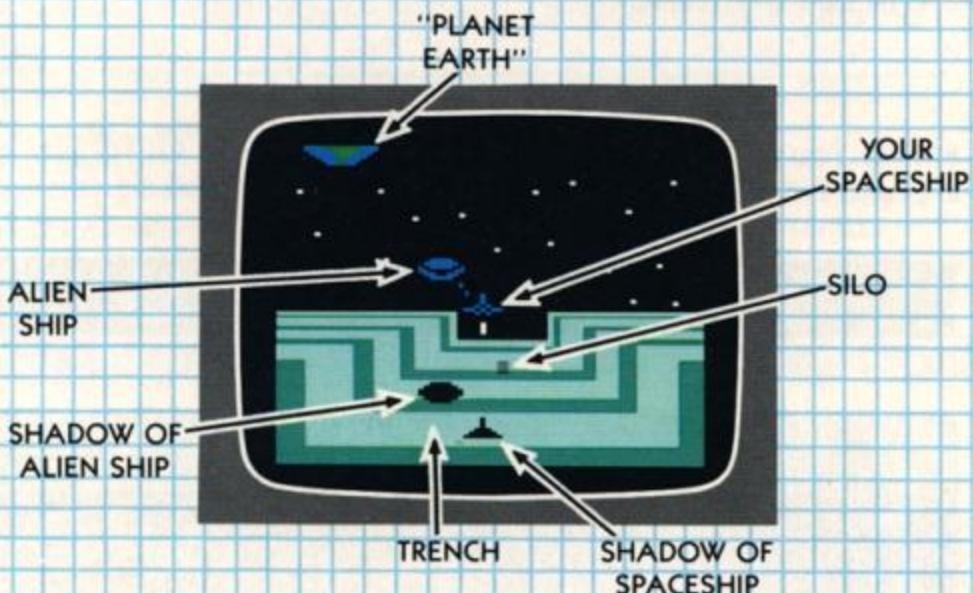


CHOOSE LEVEL OF DIFFICULTY: Before the game begins, set your Difficulty Switch to "A" or "B". The "A" position is the faster, more challenging game. The faster the game, the more difficult it is to fight the alien defenders...and the less time you have to bomb all 8 missile silos.

LEFT SWITCH	RIGHT SWITCH	LEVEL DESCRIPTION
B	B	Slow speed, aimed meteor-missiles
A	B	Medium, aimed meteor-missiles
B	A	Medium, slow guided meteor-missiles
A	A	Fast, fast guided meteor-missiles

ACTION!

TO START THE GAME, PRESS RESET SWITCH. THEN PUSH YOUR JOYSTICK IN ANY OF THE FOUR DIRECTIONS AVAILABLE.



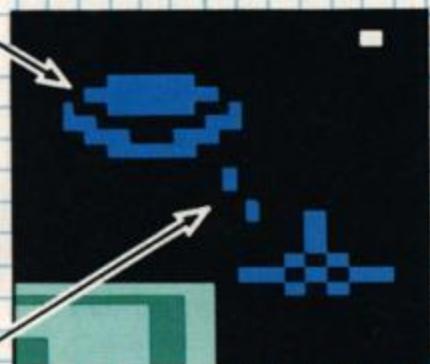
FLYING CONTROL: Push your joystick controller in the direction you want to go. DON'T LET YOUR SPACESHIP CRASH...IT'S THE ONLY ONE YOU HAVE! If you crash into any part of the alien space station, you lose! Watch your spaceship's shadow. It helps you gauge your altitude and shows the spot directly beneath your spaceship.

WATCH OUT! YOU'RE BEING FOLLOWED: Alien ships appear one at a time behind your spaceship. They pause briefly before attacking, then overtake your ship. When they get within range, they start to fire.

ALIEN SHIP ATTACKING

If any of their blue lasers hit you, your ship loses control and drops DOWNWARD each time it is hit. Push your joystick FORWARD to gain altitude. Take evasive action to avoid further hits. Then, FIGHT BACK!

BLUE LASERS



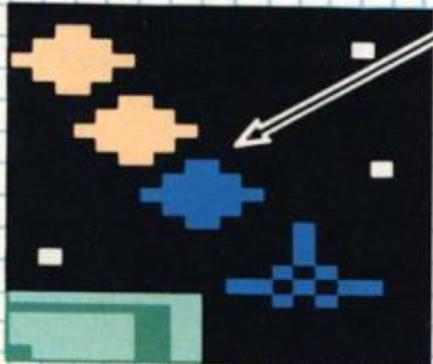
Your red FIRE BUTTON on your joystick controller is your air-to-air laser trigger.

When an alien passes your spaceship, its color changes to light blue. When an alien is in front of your spaceship, you can hit it.

If you shoot an alien ship or meteor-missile, there is a brief pause in the alien attack. If the aliens leave the screen or explode on their own, a new alien attack occurs immediately.

All air-to-air lasers go toward this "vanishing point", roughly at the center of the Trench. Keep this in mind when firing at alien ships.





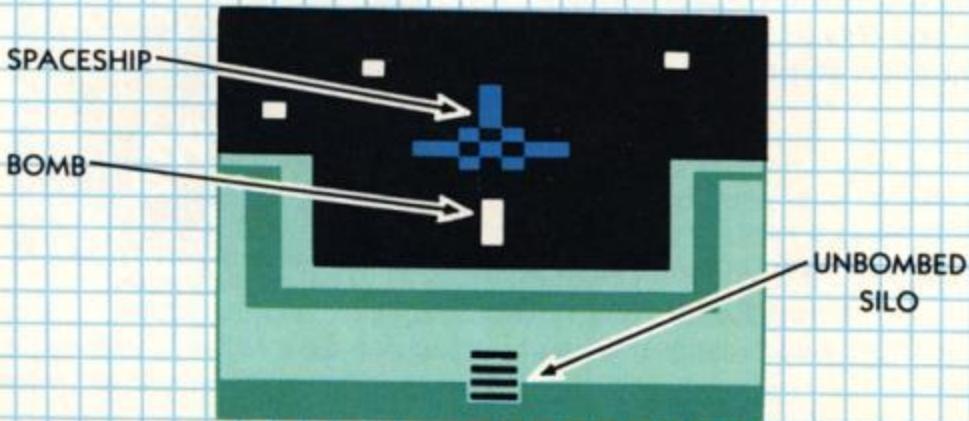
ALIEN METEOR-MISSILES

Deadly meteor-like missiles come at you from the depths of space. "Aimed" meteor-missiles travel in the general direction of your ship, while "guided" meteor-missiles track and follow your ship. You must avoid the meteor-missiles to maintain control!

IF YOU ARE HIT: When you are hit by a laser from the alien saucer, your ship falls for a short time. Your ship falls farther each time it is hit.

When you are hit by an alien meteor-missile, your controls become "scrambled" for a few seconds (UP may become DOWN, DOWN may become LEFT, etc.). DON'T PANIC! It is always possible to go in the direction you want to go...if you can hang on a few seconds, the controls will return to normal.

YOU HAVE 8 MISSILE SILOS: All is in vain unless you successfully bomb 8 missile silos before the Planet Earth moves over the center of the Trench. If any unbombed silos get past you at that point, the game is over. At the two highest skill levels, the Planet Earth moves more rapidly to the center of the Launch Trench.



To release a bomb, press the red FIRE BUTTON when you are INSIDE the Launch Trench. A beeping radar warning alarm gives you a signal just before each silo comes over the horizon.

If your bomb hits a silo, the picture shakes from the concussion and that silo turns solid. When you bomb the 8th silo, you destroy the enemy star completely and "save the Earth".

WINNING TIPS

- When engaged in air-to-air combat, remember that whoever is behind another spaceship has the shooting advantage. When an alien spaceship passes you, it turns light blue. Then you're in position to shoot it down.
- Part of the alien's strategy is to draw your ship away from the Trench where it is harder to hit them and where you are way out of bombing position. Try to stay near the center of the Trench area as much as you can.
- Keep track of the number of silos you have bombed. The silos always appear in the same sequence. If you remember that the next one is solid (already hit), you won't have to fly in the vulnerable bombing position, and can concentrate on shooting down aliens.
- The best bombing position is low altitude, in the center of the Trench. Your bombs fall too slowly for high-altitude precision.

IMPORTANT: Be sure to turn your game unit OFF when not in use.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Service Center (West) Mattel Electronics Service Center (East)
13040 East Temple Ave. 10 Abeel Road
City of Industry, California 91746 Cranbury, New Jersey 08519

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

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